**IT Applications Unit 3, AOS 1, Online Communities**

Complete the following, from Chapter 2, Problem-solving Methodology, pgs, 60-80

**Evaluation Criteria and prototype websites, p 76**

**Identifying evaluation criteria**, p 76

1. What is the purpose of evaluating the solution?

Is used to decide whether a solution has meet the requirements made in the analysis stage.

In identifying evaluation criteria efficiency and effectiveness can be used as a scaffold.

1. give an example of a measure in terms of efficiency and effectiveness.

If templates work, thumbnails and navigation bar, if the information is timely, and accessible.

**Developing a prototype website, p 76**

1. What is a prototype website?

Demonstrates navigation options, a user interface and the functionality of the website.

Development stage of PSM involve:

1 **Using validation**

1. How does validation occur?

Manual and electronic, things like checking if text is spelt correctly, punctuation and grammar is in place properly, electronic validation is where the computer picks up if data dose not fir certain conventions.

2 **Manipulation to build a solution**

1. List tasks involved with manipulation.

Image compression, cascading style sheets, meta tags

1. What are cascading style sheets and meta tags?

Css is the format of witch the text takes, and meta tags are names given to image files to describe what is being displayed.

1. **Testing the prototype solution**, p 78

List the testing undertaken for:

* Function
  + List some tests for functionality.

The website actually works and load up in browsers, nav design works, relative and absolute links work, images load.

* + What is the difference between an absolute and a relative link?

Absolute links are to the web address of the page or file but relative addresses are the link to the file on the server.

* Appearance
  + List some tests for appearance

Acceptable formats and conventions applied, meets gender, special and cultural needs, navigation bar easily identified on every page.

* 1. Draw an example of an effective testing table.